Chapter 5 Review Questions

1. What is a vector graphic?
2. List 2 Advantages of using a vector graphic.
3. List the 3 graphic API commands.






1. What does the property object.strokeWidth do?
2. What does the property display.setDefault(r,g,b) do?
3. What does r,g,b stand for?
4. Where is the origin on a mobile device screen?
5. When the star shape is first coded what is wrong?
6. What is the radius of the circle that is drawn?
7. What does transition.to do?
8. What are bitmap graphics?
9. What are the 2 most common bitmap formats?
10. What is the recommended resolution for bitmap images?
11. What is the maximum resolution?
12. What are icons?
13. What is the resolution for an iPhone 5 icon?
14. What size icon is needed for the App Store?
15. List 2 ways to scale an image that is loaded into your program.

1. What is masking?

1. What is a sprite sheet?
2. Why would you want to use one ?
3. List 2 event listeners for sprites.



1. List another use for sprite sheets beyond just graphics.

Using Corona complete Project 5.2 Sprites